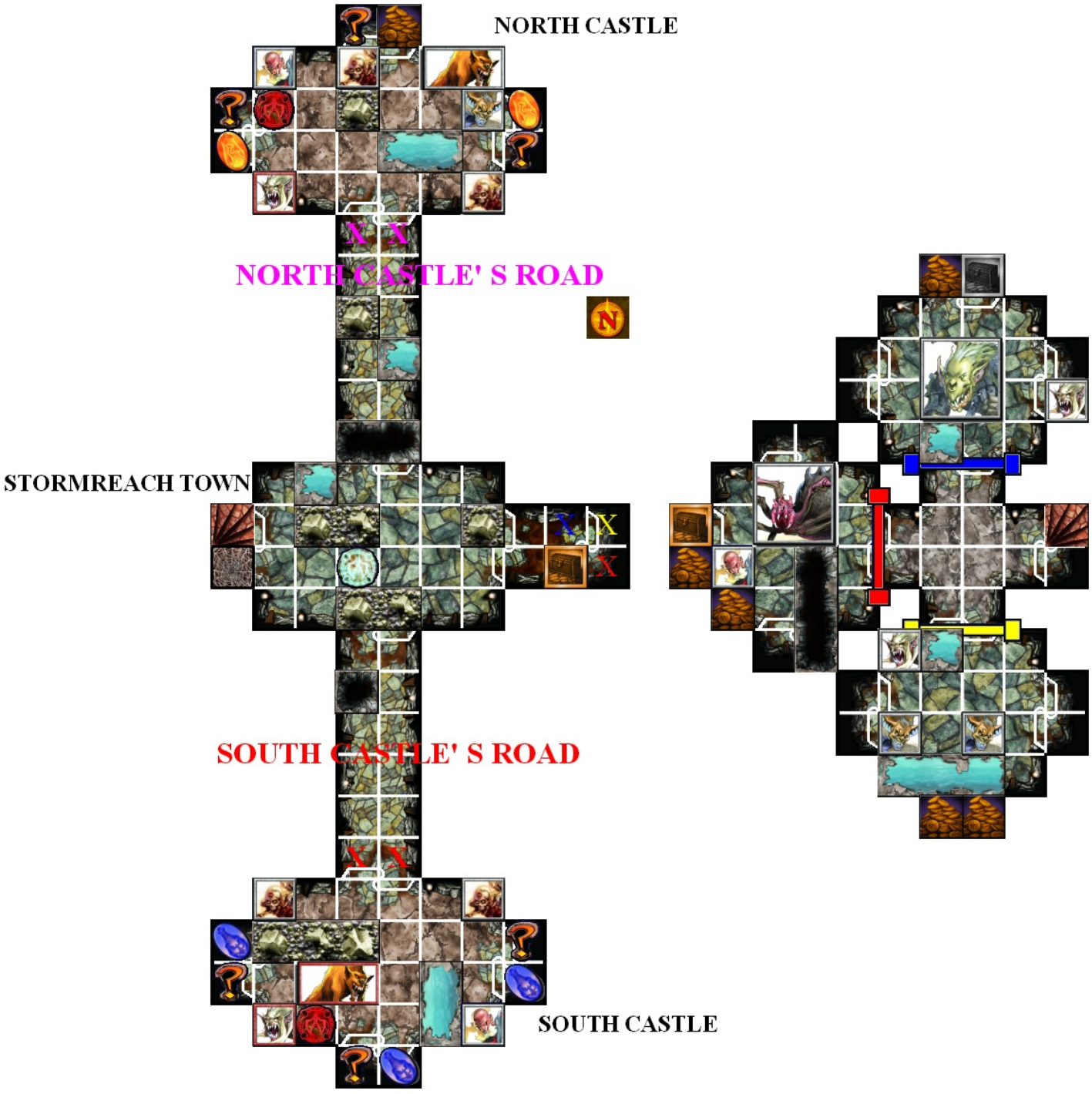

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Monster Invasion

By Guinuav

Scenario Background

Invasions of beastmen have terrorized the people of stormreach village for long. It is said that the Master of them is a very creepy monster unknown to everyone. The heroe' s were asked to defend Stormreach because its people are too weak and don' t have the equipment to fight them. Once you have travelled there, you asked Stormreach people to leave Stormreach and go to town. The sherif left a gift which might help you. A copper treasure on the edge of the village. The villagers of Stormreach have dug pits and have placed rubbles to cover you from enemy rangers and wizards.

Mission Goals

1. Defend Stormreach.
2. Place bombs on both North and South castle.
3. Keep Stormreach until the Master of this invasion Appears.
4. Slay the Master of this invasion.

Important: You must play this quest with at least 5 players (4 heroe's). Each hero starts with 300 coins. The party starts with 10 conquest token. The heroe's win treasure and money for each killing spree and total kills they achive in everyturn. After you have decided which player will be the overlord and the other players have choosen their hero/ es. Now all players read the Instructions. The overlord player may read the Heroe's instructions but the heroe's MUSTN' T read the Overlord's instruction, ONLY the overlord can read the overlord' s instructions.

Heroe's Turn

As always, the heroe's choose who to play first, second e.t.c. To begin, the heroe's put their figures on an adjacent space near the glyph and even on it it if they want. The heroe's may use the glyph to transfer to town and buy but they must use 3 (as usuall) movement point to use the shop but, each hero may use the glyph (IT HAPPENS ONLY IN STORMREACHES GLYPH) multiple times for example, Sir Valadir selects to run in his turn, he moves on the glyph and transfers for 1 movement point to town where he spends 3 movement points to use the shop, he buys a new weapon and uses another one movement point to transfer back to Stormreach and uses his last steps to take a position on North Castle's Road. The stairs lead to a "bonus" area where treasure is hidden.

Important: As normally, the heroe's play first and then the Overlord. BOTH HEROE' S AND MONSTERS MAY SPENT 3 MOVEMENT POINTS TO JUMP OVER THE PITS.

Stormreach Town

Stormreach is a medium village. The villagers had created barricades and dug pits for you to cover from rangers and magic attacks. Use them wisely. Ofcourse, you can use the glyph of transport to teleport to town and use the shop as normal. The stairs will also road to hidden maps with hidden treasure.

Important: The web token mustn' t be put. It's just a mark for the overlord.

The web token

The web token is a mark and must never be put on the map. It shows the exact space where chest tokens and gold piles are put as a "bonus" for the heroes.
The "bonus" is put immidiately in the web token after its triggering effects have been done. If a bonus was put in the web token and another bonus achived, then you put all the bonuses there. There can be MORE than one bonuses at a time on the web token.

North Castle

If all the encounter markers in this area have been removed from play:
You place and the last bomb, it starts beeping in its unique rythm.

South Castle

If all the encounter markers in this area have been removed from play:
You place and the last bomb, it starts beeping in its unique rythm.

Overlord's Turn

You start with 0 threat token and 0 cards. At the start of your turn, you collect 1 threat for each hero on board (even if he is in town or dead). You draw 3 cards each turn from the overlord' s deck. You may now choose to spent 3 threat tokens for spawning 3 monsters of your choice, this is called "Overlord reinforcements". You can pay for reinforcements only at the start of your turn but AFTER you collect threat and draw cards. You can only spawn beastmen, skeletons and razorwings. You can choose to spawn whether 1 beastman, 1 skeleton and 1 razorwing or 2 beastman ,1 skeleton and 0 razorwings and you can make different complination but you may never spawn 3 monster of the same type (NOTE: for example you could spawn 2 beastman and 1 razorwing and then you could also play a Beastmem war party card) After you have selected the figures/monsters you will spawn, you put them near you and you can spawn them (Following the rules for SPAWNING monsters including ofcourse, line of sight) in both castles if you want to or, "share" them. The OVERLORD CAN DISCARD CARDS AT ANY TIME TO COLLECT THREAT. You may choose not to send them in "battle" but let them within the castles area so you can grow a small army and attack when you think you have collected a good army. Ofcourse you can't have more monsters than the figures you are able to put in play are. If for example all the beastmen are in play, you CAN' T place a master beastman that will have the same stats as an ordinary beastman. But, If you had chosen to spawn 2 monsters of the same type, you

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can put both back in the monsters pile and place a master monster of its type. For Example, The overlord chooses to spent 3 threat tokens to receive "reinforcements". He chooses to spawn 2 razorwings because they have the fly ability and 1 skeleton because he is an archer. He chooses not to spawn the 2 razorwings but to exchange the 2 razorwings to place 1 master razorwing in their place or he could choose to spawn 2 beastmen and 1 skeleton and exchange the 2 beastmen for 1 master beastman because he has the command ability which would be suitable for the ranger skeleton.

Important: When you receive bonus reinforcements for power cards as hordes of the things, you will have to pay the cost for the reinforcements and then you receive the bonus. For example, you want to place a beastmen war party and you don't have the threat tokens to pay the cost for reinforcements but only for the beastmen war party. The overlord can play the beastmen war party card but he receives NO free reinforcements for the Hordes of the Things card. He first has to discard some cards to collect threat but he may receive reinforcements and also place spawn cards in play even if the spawn card is for spawning the same monsters the overlord received from his reinforcements. The bonus monsters are ONLY received when the overlord pays for reinforcements.
Important:
North Castle's Road has a rumble where you could ONLY spawn monster from CARDS. When you spent the 3 threat tokens to spawn the 3 monsters, you must spawn them within the castle's area. South Castle's Area ends 1 space before the red "X" and North Castle's Area ends 1 space before the pink "X".
Important:
Monsters may end their movement and attack while in the same space with a glyph of transport. If there is a monster on the same space with a glyph then the heroe's simply cannot use a glyph to transfer there. The monsters cannot use Glyphs.

Power cards

Power Cards

Some power cards have different effect in the game.
Hordes Of The Things: cost: 18 effect: You receive 1 more reinforcements. For example now you may place 2 beastmen and 2 razorwings and exchange both beastmen and razorwings for 1 master beastman and 1 master razorwing. You can have more than one hordes of the things cards in play.

Evil Genius: cost and effect is the same.

Trapmaster: cost and effect is the same.

Doom: cost and effect is the same.

Brilliant commander: cost: 20 effect: You receive 1 additional master monster for reinforcement.

Important: The bonus monsters from power cards are only get when the overlord pays for reinforcements.

The Castles

The castles

Each castle has 3 encounter markers which represent 3 bombing places. When a hero stands on them, he simply puts a bomb which cost him 1 movement point.
The castles only help the overlord to place his reinforcements and spawned monsters from cards that he plays. Its castle has its own monster which are its guards. When a GUARD dies, you can't revive him. But when a hero succesfully bombs a part of a castle, you can pay 10 threat tokens to fix it (Simply put the encounter marker to its place) up in immidiately or at the start of your turn(after collecting threat and discarding cards). When a hero "places" a bomb, you simply LEAVE the encounter marker in its place. After a hero has placed a bomb, a master (and ONLY MASTER) monster may move ON the bomb's space and try to take the bomb and throw it away. In this case, the monster must spend 1 movement point to take the bomb and throw it. The monster roles a power die and if it rolls surge, the bomb is taken and the monster may spend 1 movement point (if it can) to throw it away. If it can't the bomb stays with the monster and if the bomb explodes, the monster/ hero suffers 10 damage(armor reduces it but you can't use shields). A hero/monster may kill the monster/hero so the bomb falls on the space the figure was(instead of being destroyed by explode) and a hero may pick it up for 0 movement points. Then, the heroe's may ask the overlord to tell them the bomb's place and the hero that carries the bomb may move to the starting space the bomb was and place it for 1 movement point. A bomb, after being placed for the first time, starts automaticilly its bomb timer. A bomb explodes 2 rounds after its first placement. If a whole castle is bombed, then the overlord can rebuild it for 35 threat tokens but the castles parts are ALL fully recovered. If a bomb explodes before it was put back in its space, then the part isn't destroyed. The encounter marker(the bomb) is put back to its starting space even if a figure is on it. If a part is succesfully bombed then, the overlord player puts the encounter marker near the castle (but out of the map) that had been bombed. Once all the encounter markers have removed from the castle, the castle is bombed and you can't spawn your reinforcements in there (although you could put monsters buy spawn cards following ofcourse all the normal rules for spawning monsters).

If all the castles are bombed, the overlord cannot receive reinforcements. The heroes receive 4 conquest tokens for each castle they succesfully bomb. The overlord, may collect threat to fix each castle for 35 threat tokens even if both are bombed.

If all the castles are bombed: The last bomb explodes and the last part of the North/South castle crushes down. Its last guards crush down with it and thick dust filters the air. The dust stops filtering after 10 minutes and you cannot believe that in this area a castle was built because there is absolutaly nothing.

You now continue collecting wounds each of your turn's end for 2 rounds. On the beggining of the 2 round (before the first hero plays but after you have finished your turn) you place a master Giant on a castle and space of your choice following again, all the normal rules for spawning monsters. This is the Master of the beastmen. He has the same stats as a master Giant except that, he has 9 extra wounds and 6 armor class. But he has no Stun.

When the Giant is killed:
When the Giant tries to hit you with his big club, you stab him for the last time in his heart, the giant continues to move and retries to hit you but you, conitnue pushing the knife more inside his heart until the Powerfull Giant's mouth, fills with blood. The Giant falls to the ground and tones of blood come out of his giagantic heart. The Giant dies immidiately.

The heroes receive 5 conquest tokens and MUST (if any is "alive") bomb the remaining castles to win the quest.

If all the Castles have been blown out and the Giant is dead:

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With Giant dead and the castles crushed, you make your way to town where the villagers cannot believe that they see you alive. The entire town is waving at you and some people cry as you leave for your next adventure.....

Bonuses

The bonus is put on the web token. There can be more than one bonus on the web token.

The heroe's win bonus if:
A HERO kills 3 monsters in his turn (even with a blast attack){Gold pile}
The HEROE' S kill a total of 7 monsters in a round {Gold pile}

The heroe's bomb South castle {Yellow runekey*}
The heroe's bomb North castle {Blue runekey*}
The heroe's have killed in the entire game 10 master monsters {Red runekey*}

*= When the heroe's win bonuses, the bonus appears on the web token (remember the web token must never be put in play), BUT If the heroe's win a runekey, then the runekey appears on the X of its color. For e.x. the blue runekey is placed on the blue X and the yellow runekey on the yellow X and the red runekey on the red X.

Sum Up

The heroes play first. They play with the order they decide and generally, there is no new rule for the heroes.
After all the heroes have played, the overlord's turn starts.

The overlord
1. Collects Threat and draws Cards
2. {optional} pays 3 threat tokens to receive reinforcements
3. Spawns the reinforcements {if he paid to receive} either in 1 castle's area or both
4. {optional} may spent 10 threat tokens to "rebuilt" 1 part of castles (he may rebuilt more than one if he can afford to) or 35 to "rebuilt" the whole castle (only if all the encounter markers of a castle's area have been removed from play)
5. Activate Monsters
6. End your turn and place a wound token next to you (when 4 wound tokens are collected, the heroes receive reinforcements from the sherif for keeping the Stormreach "alive"

Important: Your monsters may end their movement on the same space with a glyph of transport to block the heroes from coming quickly to a castle but the heroes receive 3 conquest tokens for activating them (3 for each). If a monster is on the same space with a glyph of transport then the heroes cannot trasfer to it.

Master Monsters (and only Masters) may try to take placed bombs from their places for 1 movement point. The monster than rolles a power die and if it rolls surge, it receives the encounter marker which must be carried by the monster until the monster dies (and the bomb is placed on the space the monster died, Note: if a large monster had taken the bomb than the overlord chooses where to place it) or the bomb explodes(2 rounds after it had been placed) No matter if the monster who carried the bomb was in the same space as with the starting place the bomb was. The monster/ hero who carried it suffers 10 damage(aplly the effects of armor but you cannot use shields to reduce the damage) the encounter marker is then placed near the castle that it destroyed but out of the map(in the case the bomb succesfully bombed the part) or is placed immidiately in the space it has to be placed (starting setup) for another hero to place a bomb on it. All monsters CANNOT end their movement in the same space with an encounter marker(bomb placement) {although they can attack while in the same space with an encounter marker} if a bomb explodes, then only the figure that carried it gets hurt and not the adjacent spaces of it. Even if a figure had moved in the same space with the bomb and the bomb explode, but the figure didn't had pick it up, the figure doesn't get hurt.

REMEMBER: a round ends at the end of the overlord's turn.

If the overlord draws the last card from his deck: the players lose 5 conquest tokens

The Chests

Chests

Copper 1: 100 coins, 1 curse, 1 copper treasure
Copper 2: 3 curses, 2 copper treasures
Copper 3: 2 conquest tokens, 2 curses, 1 copper treasure
Silver 1: 1 conquest token, 100 coins, 2 curses, 1 silver treasure
Silver 2: 4 conquest tokens, 200 coins, 3 curses (No silver treasure)
Silver 3: 3 curses, 2 silver treasure
Gold 1: 1 conquest token, 2 curses, 1 gold treasure
Gold 2: 3 curses, 2 gold treasures

Credits

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